

DODGERACER

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INTRODUCTION

We would like to take this opportunity to introduce ourselves. We are a new company dedicated to increasing the quality and range of programs available for the ATARI computer. Dodge-Racer is our first entry into the game market and we hope that you will be pleased with the program and have many hours of fun playing it.

Neither the cassette, nor the disk, is copy protected. We believe those of you who buy the cassette might like to copy Dodge-Racer onto a disk at some later time. The programs differ only in the fact that in order to allow the cassette program to load faster we broke it into two parts. If you do not buy the disk version right off the bat, you will have to copy the cassette version over in two parts.

As anyone who has ever programmed knows, it is a process that takes a lot of time. Though at times it is a labor of love, the emphasis is on the word labor. In order to bring the kind of quality that we require takes even more time, so we ask you not to copy Dodge-Racer and distribute it among your friends. Though we anticipate some duplication, we would like you to know that ultimately it results in fewer high quality programs for you, the paying consumer. We simply can't afford to work for months on a product if there is no return.

So please keep this in mind when asked for a copy, even if your friends say pretty please!

SYNAPSE SOFTWARE

LOADING DODGE-RACER

For cassette, make sure you have at least 16K of memory and have inserted your BASIC cartridge in the appropriate slot.

1: Turn on your ATARI 400 or 800 and insert the game cassette in your ATARI 410 cassette recorder with SIDE A facing up. (This is the side with the label on it). Press the PLAY button down.

2: Now type in CLOAD and press the [RETURN] key. The cassette recorder will start and after about ten seconds you will hear your program start loading. After about 1 minute the recorder will stop and the READY message will appear on the screen.

3: Now type in RUN followed by pressing the [RETURN] key. The DODGE-RACER title will be followed by a beep and the message "Press [RETURN] after the tone".

Follow the instructions and Press [RETURN]. Your cassette recorder will once again start loading the second part of the program (NOTE: Make sure the play button on the recorder is still depressed). After about 1½ more minutes, the screen will display READY once again.

4: Type in RUN and press the [RETURN] key once again. You are now ready to play.

If for any reason the program does not load, rewind the tape to the beginning and try the procedure again. If it still refuses to load, flip over the tape and load it from the other side. There is a backup copy of Dodge-Racer on side B.

For DISKS make sure you have 24K and a BASIC cartridge. Simply boot up your disk and it will run automatically!

OBJECT OF THE GAME

The object of the game is to clear the track of the 96 dots, while avoiding a collision with your opponent's crash car(s). Your opponent may be the computer or another person. One point is scored for each dot that is cleared, and if you succeed in clearing the entire field, you are rewarded with a 50 point bonus and go on to face another round with a more aggressive opponent. The game ends after five crashes.

HOW TO PLAY

The track is made up of six concentric lanes, with four lane-changing areas, located at the top, bottom, right and left sides of the screen. The crash car(s) will always start at the left-bottom and right-top sections of the track and travel in a clockwise direction. Your car will begin in the bottom-right section of the track and travel in a counter-clockwise direction.

To start your car, move your joystick in any direction. The joystick trigger button controls the speed. Your car will move at normal speed with the button released and approximately twice as fast with the button depressed. Hold the joystick with the trigger-button in the top left corner.

To change lanes, move the joystick in the direction desired when your car is positioned in one of the lane-change slots. You can control the number of lanes that are changed at each slot. Your car will jump one lane when travelling at the regular speed and two when the trigger button is depressed, and you are moving at race speed. The crash car will always change only one lane but it will always move toward you!!!

PLAYER OPTIONS

One to four players can play Dodge-Racer. The number of players is chosen with the [SELECT] key and is displayed at the bottom of the screen. In the multi-player modes, the players will alternate after each crash (the score of the next person to play will blink). The center of the screen always displays the current player's score.

Players can also compete against each other instead of challenging the computer. This is **PLAYER OPTION 2A**. Each player will alternate controlling the crash car. Remember the crash car has a predetermined speed and can only change one lane at a time. All of the game options are available in the 2A player mode.

GAME OPTIONS

Restore/Non-Restore Track:

In the restore mode, all of the dots are restored, and the level of computer aggressiveness reverts to the starting level after each crash.

In the non-restore mode, the dots are not restored until after the track has been cleared and the computer maintains its level of aggressiveness, as determined by the number of times the track has been cleared.

One Car:

In the one car mode you will only have to contend with one crash car, and each time the screen is cleared the level of play will be more aggressive. After clearing the screen three times the cycle will repeat.

One Car/Two Car:

In this mode you will face only one crash car until you clear the track 2 times. You will then have to evade two crash cars, for the next two times. This cycle will continue for the duration of the game.

Two Car:

The two car mode works the same as the one car mode, but you will have two crash cars hunting you down. (NOTE: This level should only be attempted after a lot of experience, unless you like short games or are just fascinated by crashes.)

Speedup:

In the speedup game mode, the crash car(s) will not be content to track you in slow speed. About 4 to 8 seconds after beginning a round, the crash car(s) will accelerate and come after you hell bent for leather. This will continue for three rounds. If you manage to avoid them the first three rounds then the acceleration will take place after only, 0 to 4 seconds, and the aggressiveness of the crash car(s) will also increase.

After you have selected the game option and the number of players, hit the [START] key and you're off.

(NOTE: You may reset the game at any time during play by hitting [START].)

GAME PLAYING HINTS

The computer controlled car will always move towards you. You can use this to your advantage by moving quickly to the inside lanes and then to the outside, when the crash car gets near you. Your ability to change two lanes at a time, will allow you to stay ahead of the suicidal crash car. This method works best against a single computer car. To beat two cars, you will have to depend on your skill, experience and split-second reflexes.

Good luck, and happy motoring!!!

WARRANTY

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DODGERACER

Slip behind the wheel of your racer. You are looking at six full lanes of glowing white dots, and all you have to do is scoop them up! As you move your joystick, the engine revs and the action begins. You speed around the track, picking up points, while the computer jam car hops lanes trying to crash, head-on, into your racer. Lightning reflexes and skill are the only way to survive!

As you keep jumping lanes, barely avoiding your foe, suddenly, the jam car doubles it's speed and rockets towards you at an insane pace . . . Sound tough? It is . . . And if you clear the whole track . . . you get to try again for more points with a more aggressive jam car.

Dodge Racer is an arcade-style game with real-time, machine language, graphics and sound. The computer controls one or two jam cars, bent on one thing — destroying your racer! The 16 game options, for up to four players, let you and your friends spend hours challenging the computer or playing against each other in this split second race for your life!

SYSTEM REQUIREMENTS

Atari 400 or 800 Computer

Memory

16K for cassette; 24K for disk

Controllers

1 to 4 joysticks

GAME OPTIONS	1	2	3	4	5	6	7	8	9	10	11	12
Non-Restore	X		X		X		X		X		X	
Restore		X		X		X		X		X		X
One Car	X	X	X	X								
One — Two Car					X	X	X	X				
Two Car									X	X	X	X
Speedup			X	X			X	X			X	X